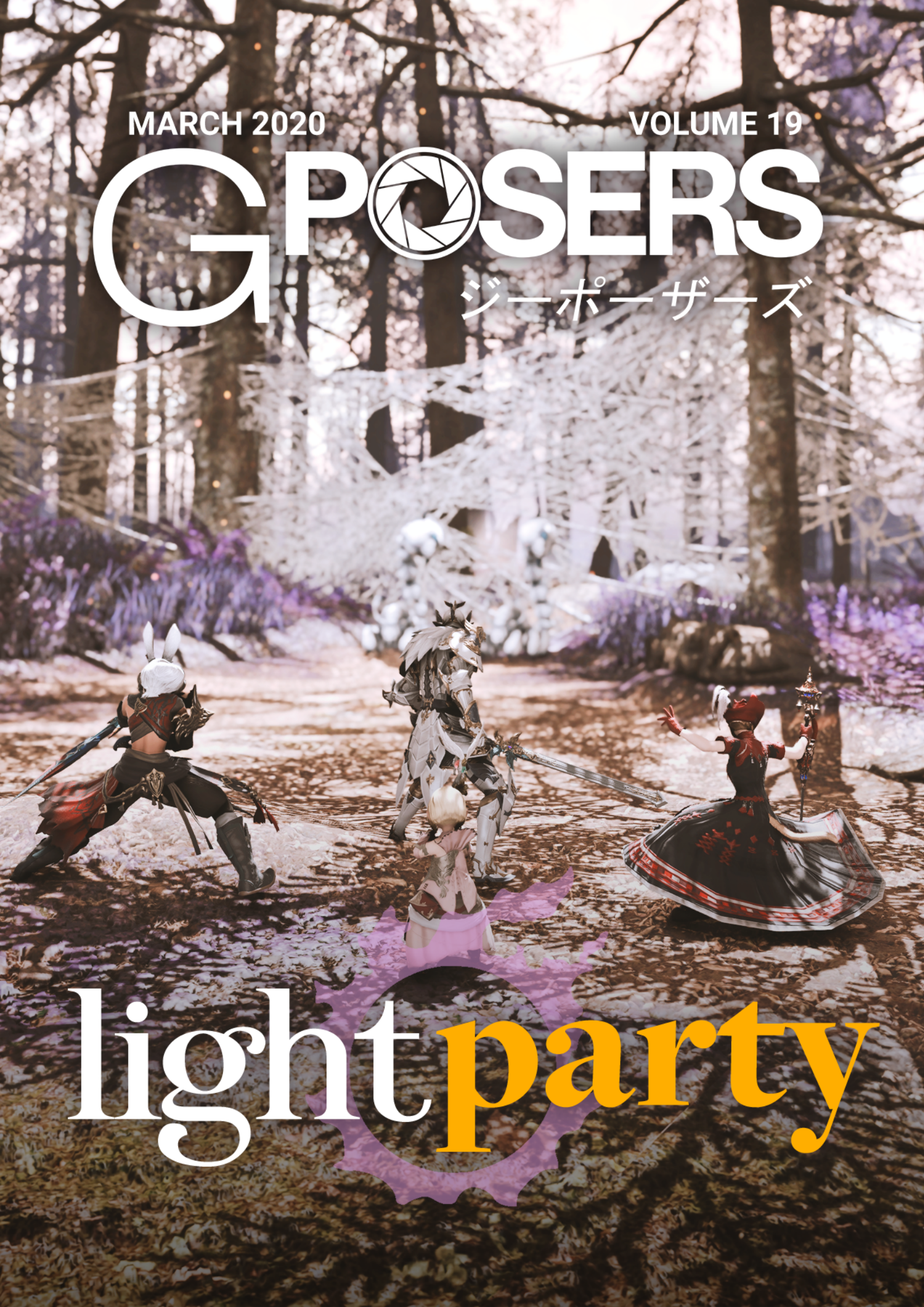
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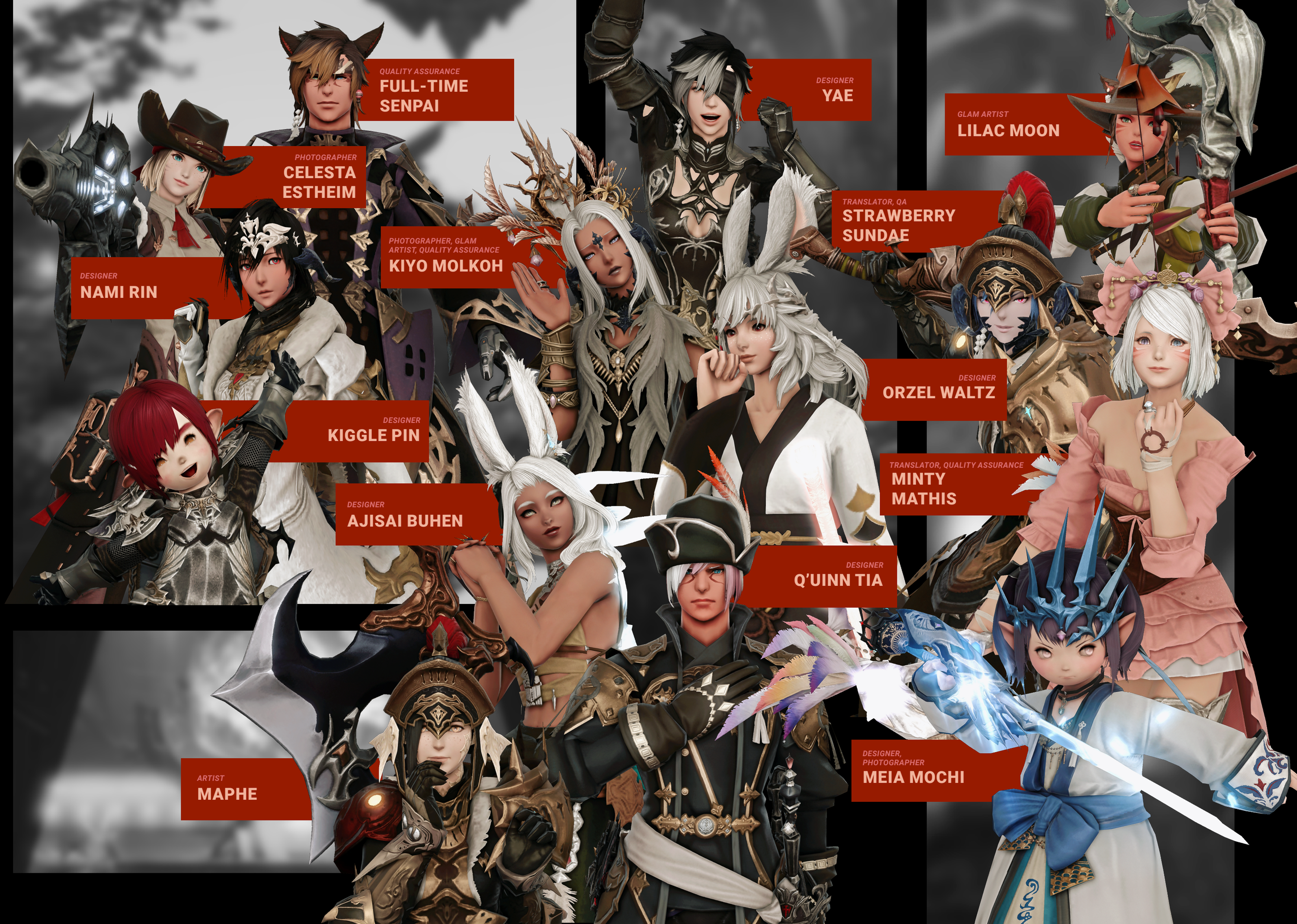
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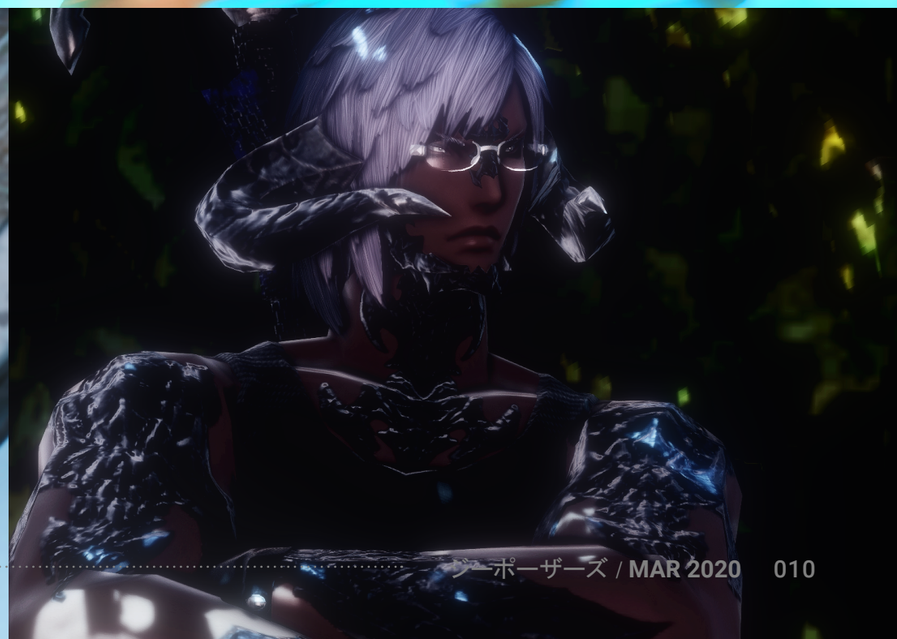

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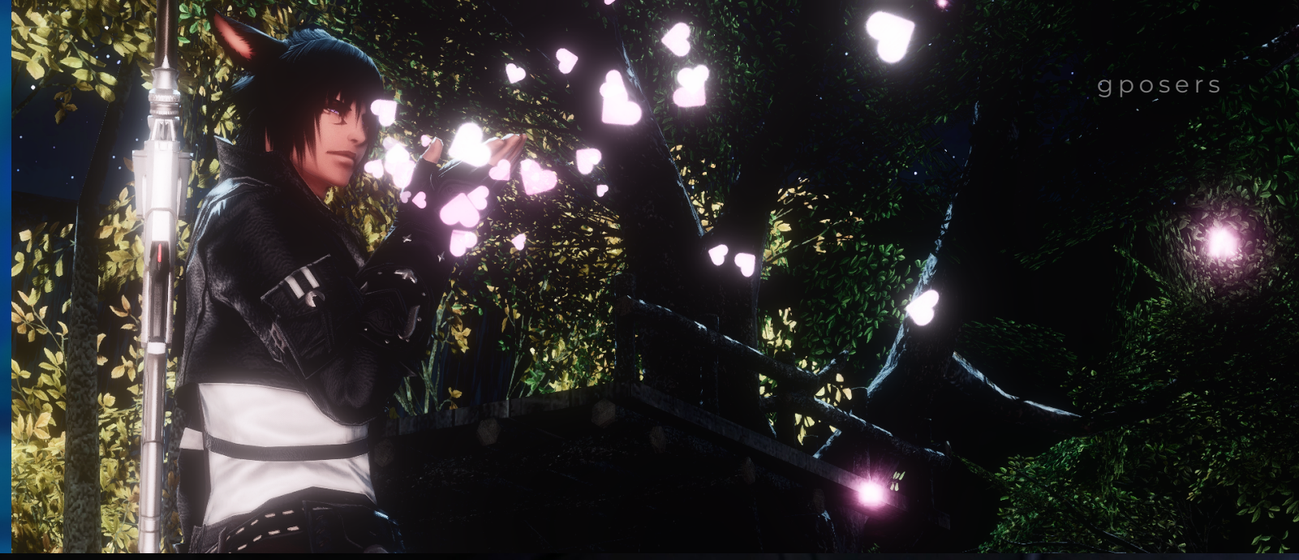
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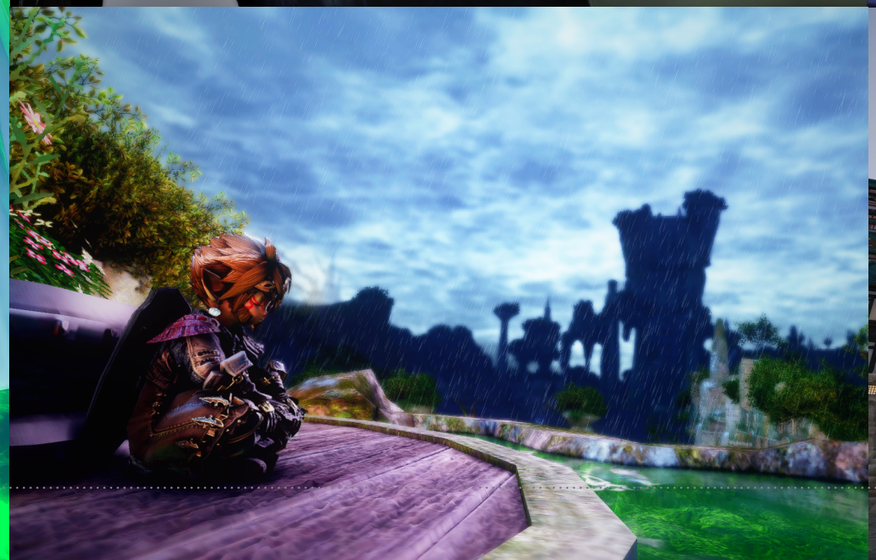

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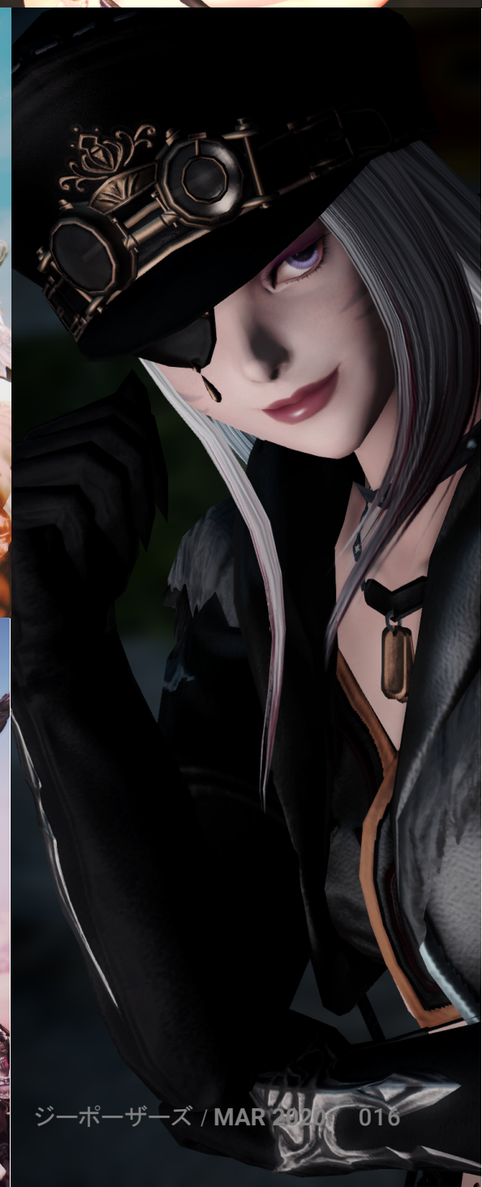

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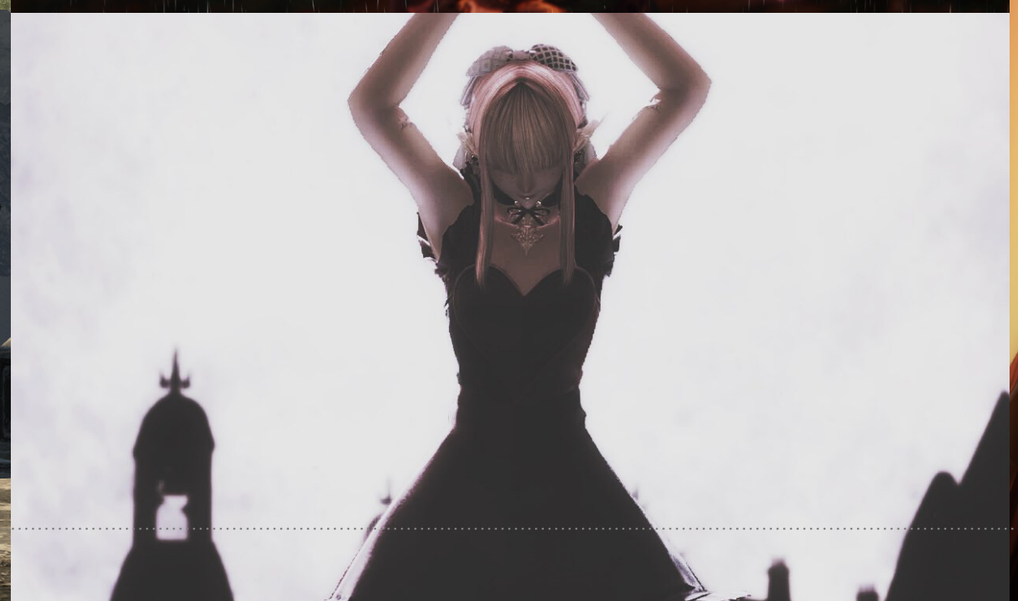

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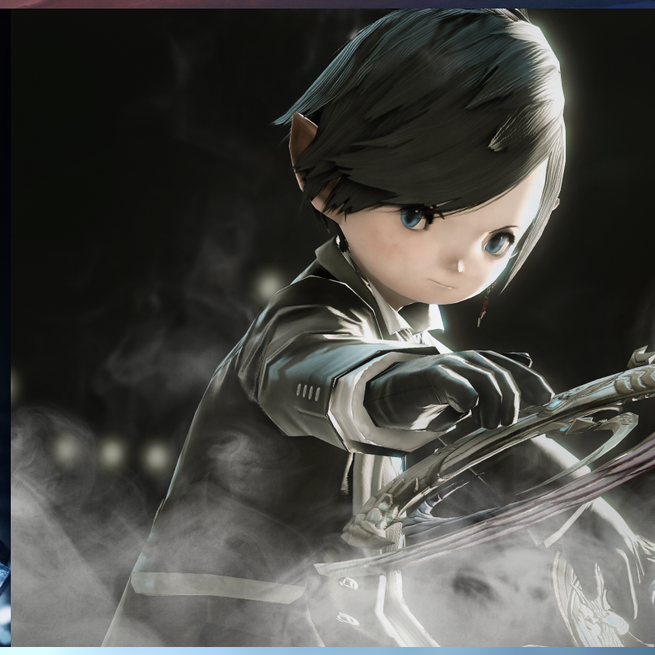

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to share your *XIV Experience* with us!

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The Copperbell Mines

An abandoned mine full of spriggans and long forgotten secrets which were very literally buried alive, this locale was full of danger for a certain low-level Warrior of Light, and even their first delve failed to yield all of its mysteries. This glamour was inspired by the mine and its more recent miners themselves, who found themselves digging up far more than they had bargained for!

GEAR LIST
FOR THE COPPERBELL MINES

MAIN HAND: IRON PICKAXE
Obtained: Crafted (BSM Lvl. 20) /
Admiranda - Old Gridania (782 Gil)

HEAD: SPRIGGAN CAP
Obtained: Leather Buried Treasure Map

CHEST: CRAFTSMAN'S SINGLET
Obtained: Enie - The Firmament (2,200
Skybuilders' Scrips)

GLOVES: HARD LEATHER RINGBANDS
Dye: Mole Brown
Obtained: Crafted (LTW Lvl. 16) /
Domitien - Old Gridania (365 Gil)

PANTS: PAGOS CULOTTES
Obtained: Eureka Pagos

SHOES: FALCONER'S BOOTS
Obtained: Crafted (LTW Lvl. 60)

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The Hullbreaker Isle [Hard]

To protect it from would-be treasure hunters and other miscreants, the Maelstrom laid claim to Hullbreaker Isle and installed a training course for budding recruits. Never one to turn down a challenge, the Warrior of Light was the first to fight The Maelstrom's beasts and finest fighters, inspiring the latter even in defeat.

GEAR LIST
FOR HULLBREAKER ISLE (HARD)

MAIN HAND:
STORM CAPTAIN'S LABRYS
Obtained: Storm Quartermaster - Limsa Lominsa - Upper Decks (35,000 Storm Seals)

HEAD:
FIELD COMMANDER'S HELM
Obtained: Between a Rock and a Hard Place I (Achievement)

CHEST: STORM LIEUTENANT'S JACKET
Obtained: Storm Quartermaster - Limsa Lominsa - Upper Decks (21,000 Storm Seals)

PANTS: DRAGONSKIN BOTTOMS
Obtained: Crafted (LTW Lvl. 56)

SHOES:
EXPEDITIONER'S THIGHBOOTS
Obtained:Crafted (LTW Lvl.60)

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The Sirensong Sea

Embody the dark elegance of the ships lost at sea with this haunting glamour. Take a trip back to crashing waves and howling ghouls by dressing ready to clash with the departed sailors of the deep. Raise your rods up high and prepare to turn the ocean cold with this one.

GEAR LIST
FOR THE SIRENSONG SEA

MAIN HAND: REPLICA ALLAGAN ROD
Obtained: Crafted (GSM Lvl. 60)

HEAD: STAR VELVET HOOD OF CASTING
Dye: Woad Blue
Obtained: Crafted (WVR Lvl. 60)

CHEST: FACET COAT OF CASTING
Dye: Woad Blue
Obtained: Crafted (WVR Lvl. 80)

GLOVES: MILITIA RINGBANDS
Dye: Ink Blue
Obtained: Crafted (LTW Lvl. 50)

PANTS: INDIGO RAMIE SKIRT OF CASTING
Dye: Ceruleum Blue
Obtained: Crafted (WVR Lvl. 70)

SHOES: REPUBLICAN SIGNIFER'S CALLIGAE
Dye: Ink Blue
Obtained: Storm Sergeant - Wolves' Den Pier (1,500 Wolf Marks)

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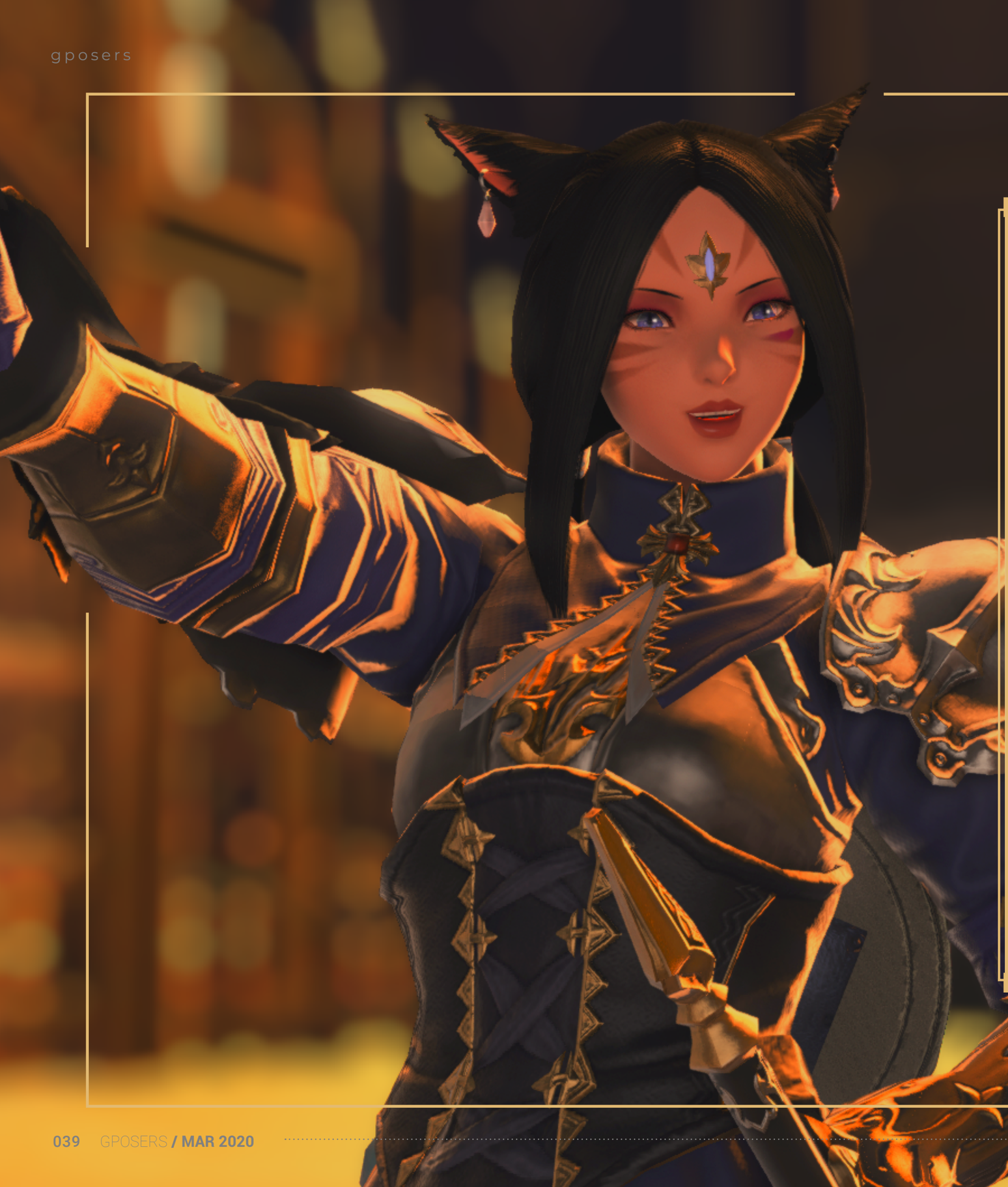

THE Vault

Take on Archbishop Thordan VII's personal forces with this stylish glamour fit for a knight that would put even Ser Charibert to shame. A House Fortemps Shield is NOT included for the sake of those still in mourning.

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GEAR LIST
FOR THE VAULT

MAIN HAND: BLADE OF THE GODDESS
Obtained: Crafted (BSM Lvl. 60)

OFF HAND: TSUKUYOMI'S SHIELD
Obtained: The Minstrel's Ballad: Tsukuyomi's Pain

HEAD: STAR OF THE NEZHA LADY
Dye: Abyssal Blue
Obtained: Mog Station

CHEST: IVALICIAN HOLY KNIGHT'S ARMOR
Obtained: The Orbonne Monastery

GLOVES: DOMAN IRON GAUNTLETS OF FENDING
Dye: Abyssal Blue
Obtained: Crafted (ARM Lvl. 64) / Muto - Kugane (21,403 Gil)

PANTS: PAGOS CULOTTES
Obtained: Eureka Pagos Lockboxes

SHOES: ISHGARDIAN THIGHBOOTS
Dye: Abyssal Blue
Obtained: Gold Saucer - Gold Saucer Attendant (10,000 MGP)

EARRING: IRONWORKS EARRINGS OF FENDING
Obtained: Auriana - Mor Dhona - Revenant's Toll (180 Allagan Tomestones of Poetics)

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The Great Gubal Library

Knowledge is power, and so is a good fashion statement! Stacks of books that reach the ceiling are just waiting to be explored. But be warned, this library that has been sealed for 15 years is crawling with surprises just waiting to be found!

GEAR LIST
FOR THE GREAT GUBAL LIBRARY

MAIN HAND: HEMISKIN CODEX
Dye: General-purpose Dark Purple
Obtained: Crafted (ALC Lvl. 60)

CHEST: REPLICA SKY PIRATE'S COAT OF CASTING
Dye: General-purpose Dark Purple
Obtained: Crafted (WVR Lvl. 61)

PANTS: NEO-ISHGARDIAN BOTTOMS OF HEALING
Obtained: Crafted (WVR Lvl. 80)

SHOES: NEO-ISHGARDIAN BOOTS OF HEALING
Dye: Bark Brown
Obtained: Crafted (LTW Lvl. 80)

HELLS' LID

Hidden on a volcanic island at the Ruby Sea, Hells' Lid is a dungeon where players have to fight their way through fiery monsters, volcanic eruptions, lava pools, and more to reach a secluded underground temple. This glamour is meant to resemble a Hellfire Shikigami, one of the flaming lion mobs you will face early on in the dungeon.

GEAR LIST
FOR HELLS' LID

MAIN HAND: IFRIT'S FAUSSAR
Obtained: The Bowl of Embers (Hard)

HEAD: DIAMOND CIRCLET OF FENDING
Dye: General-purpose Jet Black
Obtained: Sigmascape V2.0 (Savage)

CHEST: ANEMOS ABYSS CUIRASS
Dye: Dalamud Red
Obtained: Gerolt - Eureka Anemos
(1 Abyss Cuirass +2, 150 Anemos Crystal)

GLOVES: AUGMENTED DEEPSHADOW GAUNTLETS OF FENDING
Dye: General-purpose Jet Black
Obtained: Shee-Tatch - Eulmore
(1 Deepshadow Gauntlets of Fending,
1 Deepshadow Twine)

PANTS: DWARVEN COTTON GASKINS OF FENDING
Dye: General-purpose Jet Black
Obtained: Crafted (WVR Lvl. 78) /
Tholl Junkmonger - Kholusia (40,593 Gil)

SHOES: WARG GREAVES OF FENDING
Obtained: The Grand Cosmos

EARRING: AMAUROTINE EARRINGS OF FENDING
Obtained: Amaurot, The Twinning,
Akadaemia Anyder

Dohn Mheg

The underwater realm of Dohn Mheg is a dungeon unlocked in Shadowbringers, and home to the Fuath who act as the gatekeepers to one of the four fae relics. The colors shown on this glamour set represent the vibrant and whimsical colors visible throughout the dungeon.

GEAR LIST
FOR DOHN MHEG

MAIN HAND: FAE ROD
Obtained: Dohn Mheg

HEAD: AUGMENTED SHIRE PHILOSOPHER'S HAT
Dye: Millioncorn Yellow
Obtained: Seika - Idyllshire (1 Shire Philosopher's Hat, 1 Illuminati Tautest Gobtwine)

CHEST: EVENSTAR COAT
Dye: Abyssal Blue
Obtained: Drake - North Shroud - Hyrstmill (1 Weathered Evenstar Coat, 1 Sands of Time)

GLOVES: GHOST BARQUE GLOVES OF CASTING
Dye: Coral Pink
Obtained: The Sirensong Sea

PANTS: CRESCENT MOON BOTTOMS
Dye: Coral Pink
Obtained: Crafted (WVR Lvl. 50)

SHOES: ALLIANCE BOOTS OF CASTING
Dye: Millioncorn Yellow
Obtained: The Ghimlyt Dark

EARRING: PEACH BLOSSOMS
Obtained: Mog Station

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MT. GULG

Ascend to the peak of the now-glorious Mt. Gulg, with countless sin eaters barring your way as you fight your way to the final Lightwarden in his newly-built paradise. Styled after the iconic look of the sin eaters themselves, you'll blend right in up until you snuff out their light.

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GEAR LIST
FOR MT. GULG

MAIN HAND: ROD OF THE BLACK KHAN
Dye: General-purpose Pure White
Obtained: Zodiac Weapons Saga

HEAD: HEAD BANDAGE
Dye: General-purpose Metallic Gold
Obtained: Ant Juice (Sidequest)

CHEST: REPLICA DREADWYRM ROBE OF CASTING
Dye: General-purpose Pure White
Obtained: Crafted (LTW Lvl. 60)

GLOVES: STAR VELVET LONG GLOVES OF CASTING
Dye: General-purpose Pure White
Obtained: Crafted (WVR Lvl. 60)

SHOES: WOLFSEYE THIGHBOOTS
Dye: General-purpose Metallic Gold
Obtained: Storm Sergeant - Wolves Den Pier (500 Wolf Marks)

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Dungeons & Dragons

by Arkana Grey

Dragons. Every fantasy nerd loves them and every fantasy game has them. Four-legged, two-legged, flying snakes in the sky—there's no shortage of dragons in the genre. But Yoshi-P thought: "How can we make dragons even cooler?" His answer was this: space alien dragons. That's right, you read correctly. Space. Alien. Dragons. Let's take a look at the various dragons that appear in the dungeons of Final Fantasy XIV and how they came to be.

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AIATAR

BRAYFLOX'S LONGSTOP

Injured in battle, Aiatar fled to the island of Vylbrand to rest and heal. We meet the dragon at Brayflox's Longstop devouring the poisonous monsters and plants that dwell there. As a poison type dragon, it consumes poisonous beings to replenish its own store of toxins. Aiatar perished by the hand of the Warrior of Light at Brayflox's Longstop.

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ISGEBIND

THE STONE VIGIL

Isgebind, meaning “icy fetters”, is a member of both the Dravanian horde and Nidhogg's brood, leading the assault on the fortress, the Stone Vigil. The beast prevented House Durendaire from reclaiming their fortress, seeking to keep the territory in Nidhogg's power and control. In the end, Ishgard requested assistance from the Warrior of Light and their comrades to finally take back control of the Vigil.

AEVIS

SNOWCLOAK

This type of dragon, the Aevis, is the product of men consuming dragon blood and as a result, becoming a monstrous beast. They are part of Nidhogg's army and treated as heretics by the Holy See of Ishgard. They can be seen roaming various areas of Coerthas and within Snowcloak.

TIOMAN

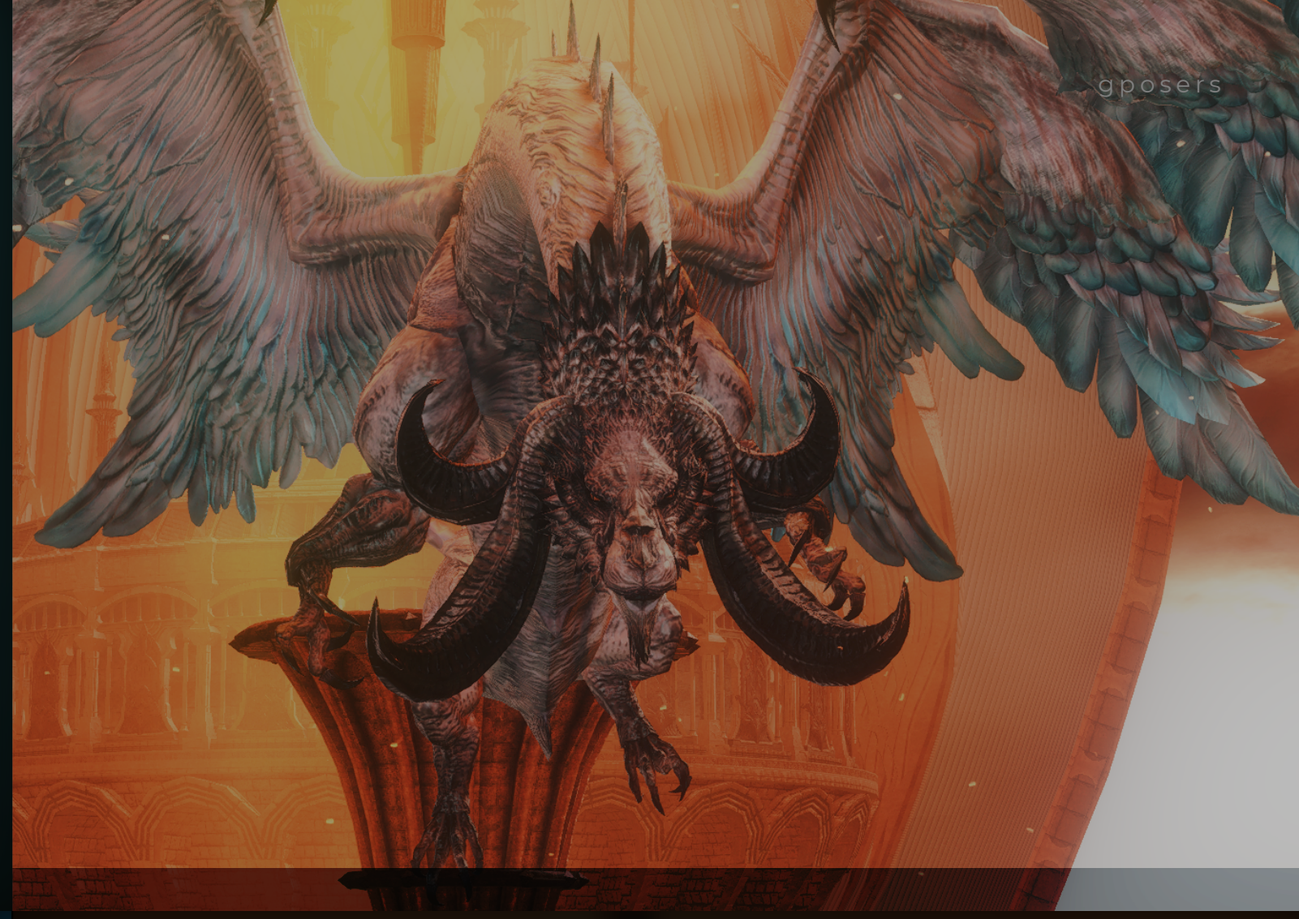
SOHM AL

Known as the dark dragon due to her blackened scales, she is the consort to Nidhogg and protector of Sohm Al, the sacred Dravanian mountain. Sohm Al itself is regarded as a holy ground and resting place for their kin. The Warrior of Light was guided to the peak by the dragon Vidofnir in exchange for slaying the primal Ravana. After the Warrior of Light slew Tioman and restored light to their crystal of earth, a nearby Estinien could feel the anger of Nidhogg at Tioman's death, a fierce reminder of his connection to the great wyrm.

NIDHOGG

THE AERY

One of Midgardsormr's first brood, he holds a grudge against man and their murder of his brood-sister, Ratatoskr. He lives in his lair, The Aery, that hangs in the sky of the Churning Mists. The Warrior of Light accompanied Estinien to the Aery as he felt it was his duty as The Azure Dragoon to eliminate the great wyrm which had brought bloodshed to the Ishgardians for centuries. As planned, Estinien used the power from Nidhogg's stolen eye to defeat him with no small amount of aid from the Warrior of Light.



HRAESVELGR

SOHR KHAI

Another of Midgardsormr's first brood and brood-brother to Nidhogg, he fell in love with a woman named Shiva in ages past. Her mortality gave them both great despair, and so she begged him to devour her so that their souls may remain together. In ages past, this act served to bring mankind and dragons together and kindled friendship between the two races. More recently, the Warrior of Light worked with Lady Iceheart to find Hraesvelgr and negotiate peace between man and dragon. Sohr Khai itself is a crumbling—but still magnificent—palace in the Churning Mists and the previous dwelling of the late Ratatoskr. It would become the stage for the trials Hraesvelgr set for the Warrior of Light to earn his aid.

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MIDGARDSORMR

THE KEEPER OF THE LAKE

The first dragon to settle on The Source was Midgardsormr, father of dragons, king of kings. The various myths and legends about the dragon depict him arriving on our star after being defeated in an interplanetary war between Dragonstar and Omega's homeworld. He became the guardian of Lake Silvertear in exchange for sanctuary by Hydaelyn after Dragonstar was decimated. The Warrior of Light met Midgardsormr's spirit at the Garlean flagship he had destroyed and "perished" in battle some years before: the Agrius. The Warrior of Light battled the dragon's spirit, and after achieving victory, he decided to test the so-called champion of Hydaelyn by sealing away their blessing of light.

Throughout Shadowbringers, we learned that Hydaelyn was summoned by the Ancients of Amaurot and then went on to sunder the star into shards to sunder Zodiark's power. This means that Midgardsormr arrived on the Source after the sundering—so why was he asked to defend the lake in particular? Is there or was there something special underneath? Is that why The Garlean Empire attacked the region in The Battle of Silvertear Skies some years prior to the events of A Realm Reborn? What was released when the assumed seal was broken and aether flooded Mor Dhona?

Why is it that on The First, Lakeland's own lake (which geographically mirrors Silvertear Lake) is called the Source and believed to be the source of all life? I can only assume it is all connected and that we will eventually find out what lies below. Perhaps it holds Hydaelyn's power, or perhaps it connects all of the shards in some way? Perhaps it's all a coincidence, and the lake is just a lake. For now, we can only speculate.

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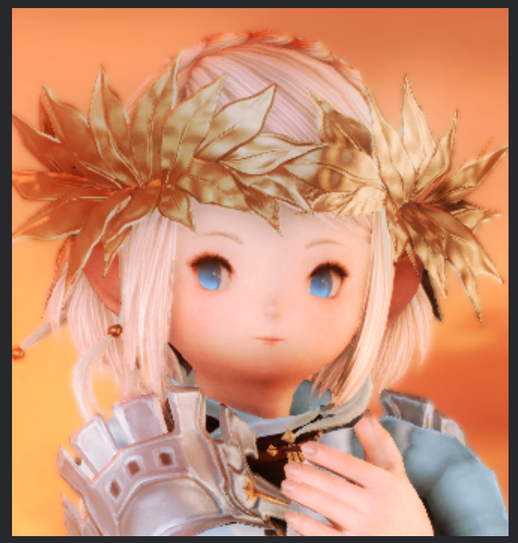
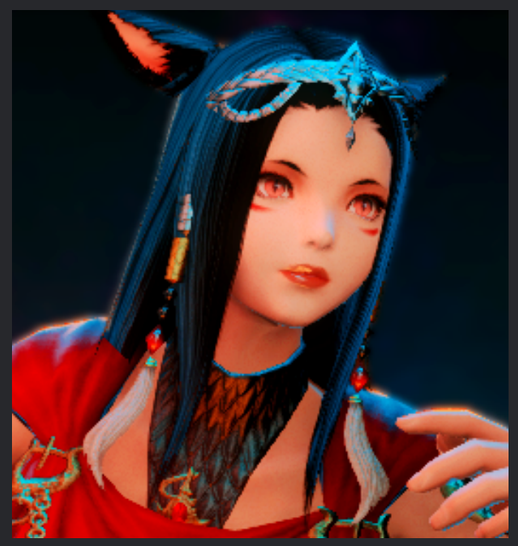


ALLAGAN GODDESS

SECONDPLACE

LOHIA AIHOL
<CERBERUS>



THIRD PLACE

MARI MO
<CERBERUS>

Artist Showcase with *yil*

How long have you been creating art?

I've been drawing ever since I was a kid; mainly inspired by Naruto (believe it)... I only started drawing seriously when I was in high school towards my college years.

What do you love to draw the most?

I like drawing my Warrior of Light and the NPCs from the Dark Knight questline!! I also enjoy studying and drawing the details of the armor and gear from the game (even if it pains me) - I think some of the designs in-game are really interesting to look at and pick apart to study; it's fun to think about what was the inspiration behind some of them and what the artists were influenced by.

yil2019

What motivates you to draw?

What motivates me…. is the desire to feed myself with things that I like… but also love and interest!! Having that love and interest (whether in just drawing in general, a story, or a character) is important to me to keep myself going - plus its also good practice for working on parts that I feel I'm weak at. I'm not good at expressing my thoughts clearly too when it comes to things I like, so I'm trying to express what I think in my art and it's something that I've been kind of working on...

Who/What is the inspiration behind your art?

I take inspiration from a lot of things around me; whether it be FFXIV's story, music, other artists and their artworks, or even just a particular mood in a scene or landscape - there's a lot that can be taken from what you consume and enjoy! Currently I also really like Akihiko Yoshida and Shirahama Kamome's art style.

Do you accept commissions?

As of right now, I am not accepting commissions. I do open them from time to time, and will announce on twitter when I do!

yildraws yildraws

A D&D ADVENTURE TEASER

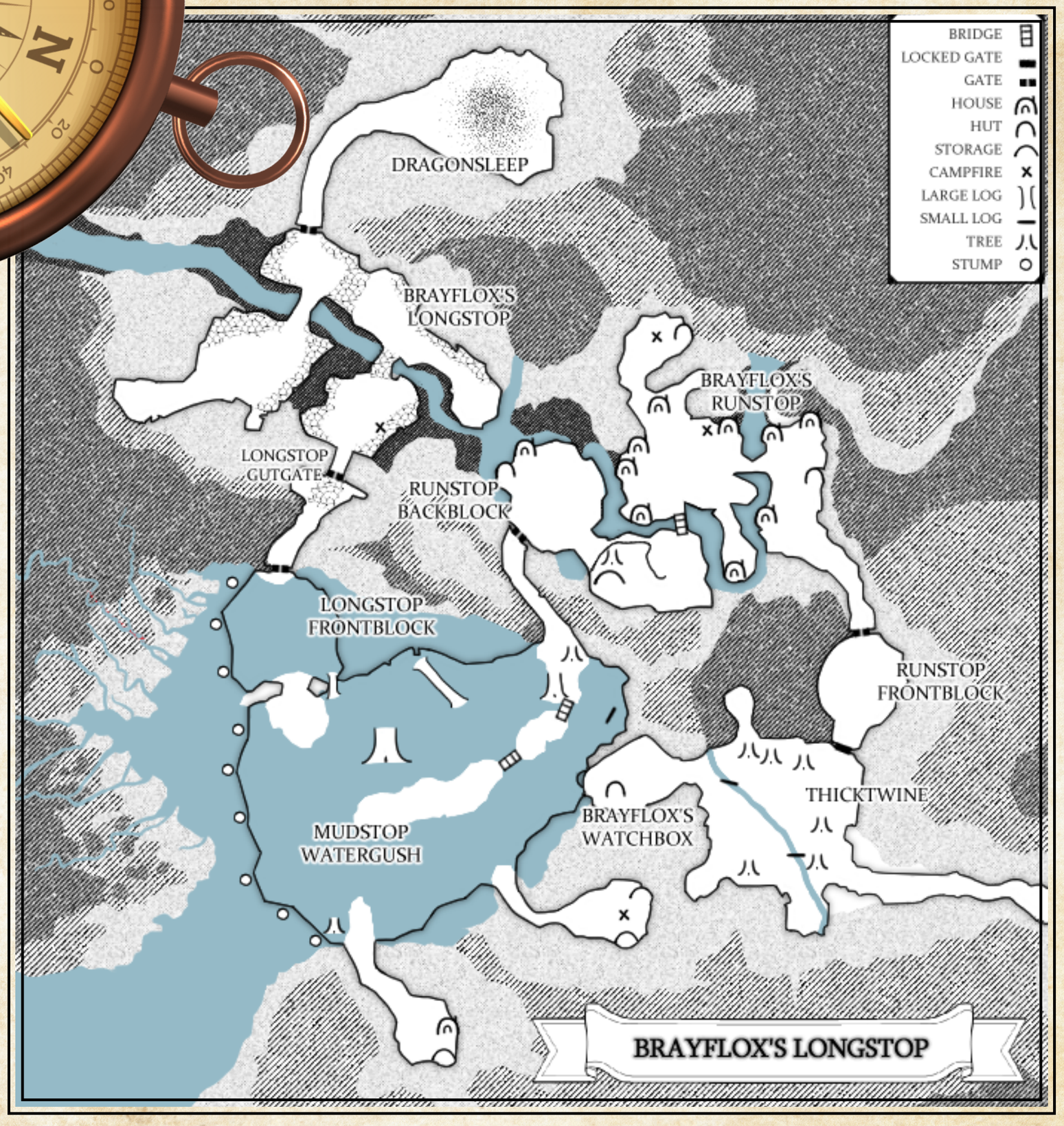
BRAYFLOX'S LONGSTOP

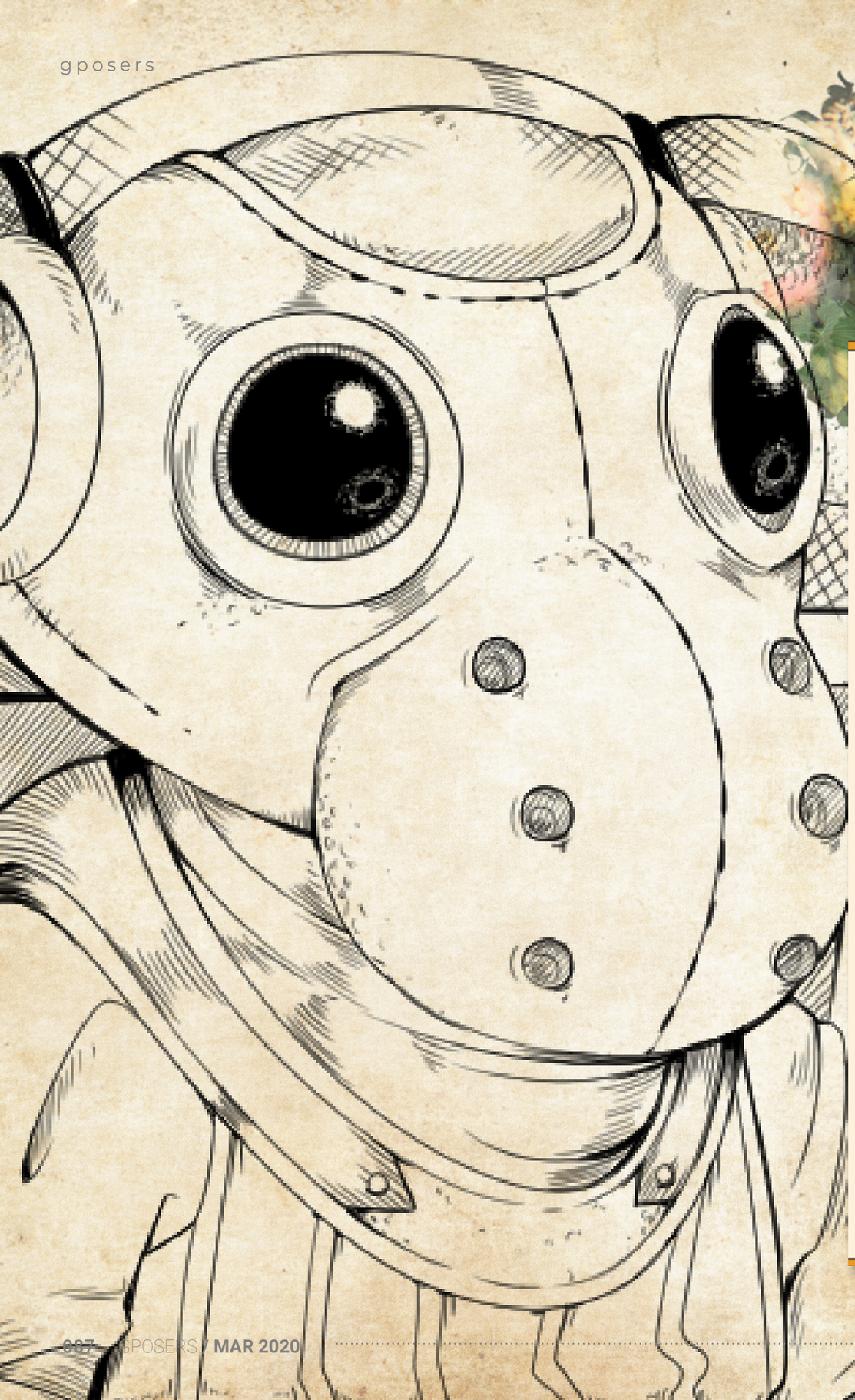
Hello everyone, Brae Ritian here! This month, we here at GPOSERS are celebrating the vast array of dungeons, trials, and whatnots of Eorzea and beyond. Now, as the other authors in the magazine might tell you...

I CAN NEVER JUST DO SOMETHING SIMPLE...SO I HAVEN'T!

In fact, I have written a Dungeons & Dragons adventure for you to run or to incorporate into your existing campaigns!

The whole adventure in its entirety is too big for the magazine itself, so for now we'll be showing you a few bits from the dungeon crawl that adventurers can experience in order to prise goblin cheese from a mighty dragon's taloned grasp! Yes, you read that right. Of course, we're talking about Brayflox's Longstop! Although the full thing isn't here, you can find it on our website in a tasty PDF format complete with maps, stat-blocks and artwork! It's designed for parties of 6th to 8th level, so it's ideal for a mid-game dungeon crawl if you want to really challenge your players.





Brayflox Alltalks

Medium goblinoid, Lawful Neutral

Armor Class 13 (studded leather armor)
Hit Points 45(7d8+14)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	11 (+0)

Skills Survival +4, Stealth +6
Senses darkvision 60ft., passive Perception 12
Languages Common, Goblin
Challenge 4 (1,100 XP)

Nimble Escape The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Get a Gouda Whiff Brayflox Alltalks has spent a lot of time in the deep jungle with nothing but leftover Gobbie Gouda to eat. Enemies that make Perception checks that concern scent or smell have disadvantage while they are within 60ft of Brayflox.

Seriously Offensively Stinky Attacks directed at Brayflox have disadvantage while the attacker is within 10ft of her.

Actions

Multiattack. Brayflox makes two attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Handful of the Gouda Stuff. *Ranged Weapon Attack:* +6 to hit, range 20/60ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage plus 7 (2d6) poison damage.

THE LONGSTOP

So, what will your adventurers be doing in the Longstop, and why in Eorzea would they want to go all the way over there?

You see, the Longstop was supposed to be an outpost of sorts where travelling goblins could rest their weary gobbie feet. It was founded by Brayflox Alltalks, a particularly precocious and brave (though some might call her "naive and reckless") goblin with a passion for making delectable cheeses. It so happens that she is also a veteran of The Company of Heroes, and will help your players progress through the dungeon if they can manage to find her.

...did I mention that she was only the quartermaster for The Company of Heroes, and not that great with a sword? She is, however, a killer cheesemaker. Some may even call her "The Grim Brie-per". Eyy? EYY? No? Alright, we'll move on.

gposers

THE ADVENTURERS

As for why your players might want to go there, there are a plethora of colorful characters that they can interact with and lead them to the Longstop. For example, there's Wheiskaet, the ambitious Roegadyn caterer who is in desperate need of assistance if he's to procure the delicacies that his noble client desires. Or Ozun, a young Lalafel working for The Company of Heroes who is becoming increasingly irate at the amount of goblins badgering him for Brayflox's whereabouts. Maybe even (and this one is my personal favourite!) the strange, nameless goblin that frequents the local bars, taverns, and places of ill-repute in Hidden Falls Docks, rabbiting and raving about "gettin' summa dat good cheddah", whatever that means.

Aiatar

Large Dragon, Lawful evil

Armor Class 18
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 4) bludgeoning damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

So, with all this set up, what can your players expect to find in the Longstop?

Lions, tigers, and bears, oh my! You think I'm kidding, but nope. Brayflox's Longstop is located in the depths of Raincatcher Gully, a dense jungle full of deadly flora and dangerous fauna. Getting to the Longstop will be quite the challenge, as your party will need to navigate between packs of wild animals, giant water-dwelling monsters, drakes, coeurls, colossal pelicans—yep, there is genuinely a giant pelican to fight—and the mightiest beast of all: a dragon!

That's right, the reason for the apparent desertion of the Longstop and the cause of Brayflox's sudden disappearance is none other than a green dragon named Aiatar.

As you can see, he's a formidable foe! Your players will have to be smart as they fight the dragon in the Longstop, especially if they encounter him in his lair: the forebodingly named "Dragonsleep", where he will have a number of new and deadly abilities for the heroes to overcome. That is assuming they can make it that far.

Anyway, I hope this short teaser is enough to entice you to check out and download the full dungeon from our website. It was a lot of fun to make! Oh, and the canny amongst you might have noticed that I mentioned two locations: Hidden Docks Falls and Raincatcher Gully. The former of these two locations is also included in the adventure, and the latter...well, let's just say that this might not be the last we'll hear from Brayflox and her goblins. Though that will be for another day and another issue.

See you all, and go roll some dice!

March BIRTHDAYS

1 **NAME:** Ryare Thaelin
WORLD: Lamia
DEITY: Rhalgr the Destroyer

1 **NAME:** V'yanda Khilo
WORLD: Mateus
DEITY: Azeyma the Warden

3 **NAME:** Lilith Lovecraft
WORLD: Balmung
DEITY: Rhalgr the Destroyer

3 **NAME:** Tzeroxel Kagon
WORLD: Siren
DEITY: Rhalgr the Destroyer

4 **NAME:** Andy Farron
WORLD: Gilgamesh
DEITY: Nald'thal the Traders

4 **NAME:** Lilac Moon
WORLD: Mateus
DEITY: Menphina the Lover

6 **NAME:** Kiyo Molkoh
WORLD: Jenova
DEITY: Llymlaen the Navigator

6 **NAME:** Non Chalant
WORLD: Cactuar
DEITY: Rhalgr the Destroyer

11 **NAME:** G'thro Reddia
WORLD: Mateus
DEITY: Oschon the Wanderer

8 **NAME:** Bjorn Westergaard
WORLD: Brynhildr
DEITY: Halone the Fury

8 **NAME:** Hanako Yamazaki
WORLD: Lamia
DEITY: Nymeia the Spinner

10 **NAME:** Tayang Mol
WORLD: Mateus
DEITY: Azeyma the Warden

11 **NAME:** Cinnamon Strudel
WORLD: Lamia
DEITY: Menphina the Lover

11 **NAME:** Shenova Shadowheart
WORLD: Odin
DEITY: Nymeia the Spinner

13 **NAME:** Neneko Neko
WORLD: Ragnarok
DEITY: Azeyma the Warden

14 **NAME:** Milos Vesley
WORLD: Mateus
DEITY: Nald'thal the Traders

15 **NAME:** Carrot Queen
WORLD: Lamia
DEITY: Thaliak the Scholar

16 **NAME:** Kiruu Joniss
WORLD: Malboro
DEITY: Halone the Fury

16 **NAME:** Sakura Tea
WORLD: Ultros
DEITY: Nophica the Matron

19 **NAME:** Cinthya Kerrigan
WORLD: Hyperion
DEITY: Rhalgr the Destroyer

20 **NAME:** Aetos Irphayu
WORLD: Mateus
DEITY: Oschon the Wanderer

20 **NAME:** Xetal Assari
WORLD: Moogle
DEITY: Rhalgr the Destroyer

22 **NAME:** Kano Next
WORLD: Lamia
DEITY: Menphina the Lover

23 **NAME:** Lady Arkana
WORLD: Phoenix
DEITY: Menphina the Lover

23 **NAME:** Lias Ahrwyn
WORLD: Balmung
DEITY: Menphina the Lover

23 **NAME:** Maxi Kha
WORLD: Balmung
DEITY: Oschon the Wanderer

24 **NAME:** Izayoi Ishikawa
WORLD: Mateus
DEITY: Halone the Fury

25 **NAME:** Bright Dancer
WORLD: Zodiark
DEITY: Azeyma the Warden

26 **NAME:** Arcadia Lunashine
WORLD: Spriggan
DEITY: Nophica the Matron

26 **NAME:** Seryu Royale
WORLD: Coeurl
DEITY: Azeyma the Warden

30 **NAME:** Titania Dragonslayer
WORLD: Zodiark
DEITY: Menphina the Lover

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DUNGEON DIFFICULTY FOR FLEDGELINGS

BY SERENAYA CARRIN

Heyo readers! Happy March!

So...dungeons. There are a lot of them. They're all crammed with lore hints, varying mobs & bosses, and some are among the most aesthetically pleasing destinations that we can visit! However, today we'll not be looking at /gpose opportunities, but rather those that can present a challenge for newer players. For most veterans, no dungeon really presents much in the way of difficulty. We're mostly familiar with every mechanic that is thrown at us with only reskins, differing speeds, and combinations of the above separating them. However, there are some that can in fact prove to be a little daunting for sprouts that are working their way through the story and optional content for the first time.

Now let me premise this by clarifying that this is my personal opinion on what new players could find challenging, along with some anecdotal reasoning too from back when I was new over two years ago. Do remember that this is looking at it from the perspective of someone doing it for the first time! Of course, everyone will think differently and so this should not be taken as gospel, but simply a bit of fun to list those that result in some wipes here and there in a rough order.

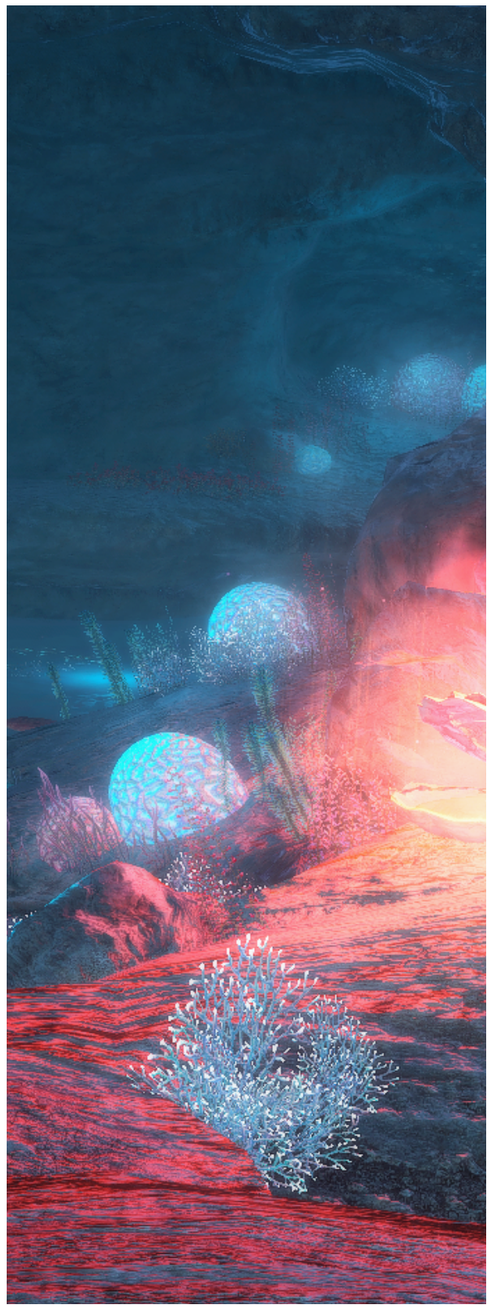
These are ranked based on factors like mechanics, dungeon complexity, damage and job limitations at that level. I am excluding common denominators that always factor into a Duty Finder run of anything such as:

1. Your fellow comrades skill level and familiarity with their class. This will always differ from person to person. It's worth noting that this can have quite the effect on how easy or hard a dungeon run can be, but this is a constant.

2. The pesky story and first class jump-potters that skip a lot of the experiences that also teach you along the way. Much like the first one, it's a given that some will do this and therefore lack fundamentals which leads to things like running away with stack markers.

Clear? Alright, let's hop into it!

10. SASTASHA (LEVEL 15)



Okay, okay. Hear me out on this one!

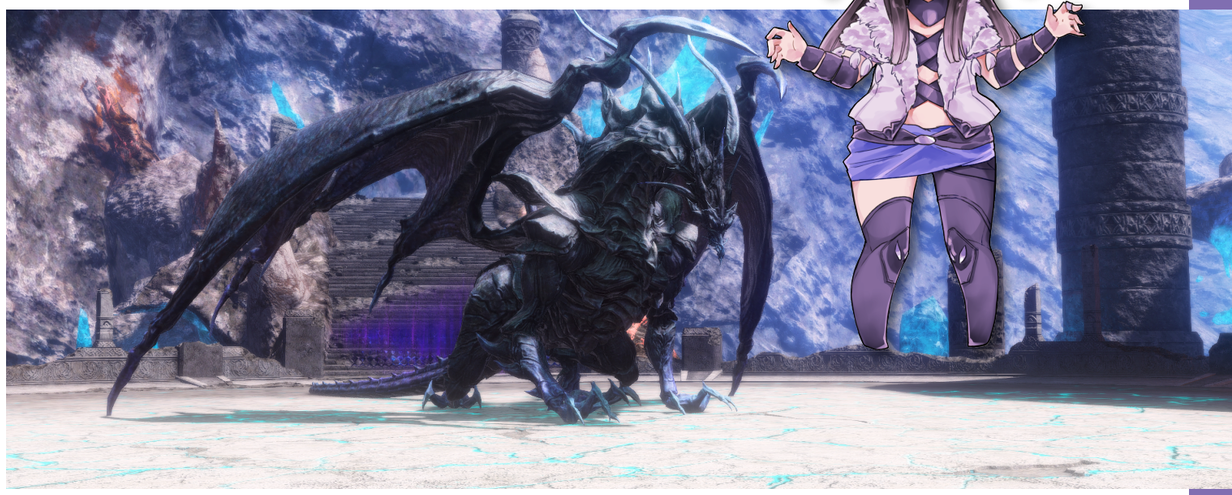
Put simply, this is the first dungeon you ever set foot into. It can be pretty scary, especially as a tank or healer with very limited healing and mitigation options, and the first time you ever need to play in an instanced group. With that aside, it's the first time in which players have to utilise their full arsenal, despite the lack of options at this stage, and so it can be a little overwhelming. Tanks don't need to worry about tank stance or AoE threat until this point—short of hitting up the rather barebones Hall of the Novice—and there is no real consequence for healers forgetting to heal up until now. DPS don't have to do an awful lot and mechanics remain simple, but Sastasha sets a precedent for future dungeons to come, at least for the earlier stages of the main story quest.

Suffice to say that most of its difficulty is derived from the whole "first time" spiel, but that alone means that there is a lot to learn here. Thankfully, the bosses die pretty fast these days unless your entire party is made up of newcomers without job crystals.

9. SOHM AL (LEVEL 53)

Aahh, dragons. One of my favorite things in fantasy games! Sohm Al has a whole lot of them, but they're not what creates the difficulty here. However, especially at the start of the climb up to the last boss, the start of the dungeon does present a problem or two with a large volume of mobs and dormant plants that cause a poison debuff to be applied. As a result, priority targeting is key here for the party and can be tough for a healer if everyone gets affected due to careless routing. Tanks need to make good use of mitigation to ensure they're not dying quite so fast while their green counterpart keeps the party up too.

Thankfully, this is Heavensward, and white mage especially is aided by the introduction of their lilies, but getting used to them may cause a hiccup or two with an otherwise limited arsenal of global cooldown heals that need to be cast sooner rather than later. The second boss (Myath) has a DPS check of sorts with the green blob add, and the last boss (Tioman) also throws out a lot of ground AoEs, requiring sufficient dodging in order to survive.



8. THE BURN (LEVEL 70)

I'm sure many can attest to why this is on the list. The final boss, right? We've all heard the complaints of it being "too hard" after all. At the end of the day, it's just AoEs, some downtime, and plenty of ways to get frozen solid. But when I put all these together in my head, I began to realize that for someone who beelined through the main story quests to this point may indeed find themselves in a sticky situation. On top of that, it really hurts that both the party and the single-target tank-busting markers hit like a truck, and so healing can be a bit of a challenge if you're caught off-guard. Classes are well equipped to deal with it by level 70 however.

Regardless, the rest of the dungeon isn't quite so bad, except perhaps the ground AoE onslaught from the last packs on the run-up to the end, but even the big pulls prior to those aren't all that hard-hitting.

7. SNOWCLOAK (LEVEL 50)

I like snow usually, I really do. We don't get much of it here in England, and so it's a novel sight to say the least. However, this place takes some of that love, bunches it into a metaphorical snowball, and throws it at a wall.

There are many obstacles here that can trip you up along the way. Such examples include the blizzards on the run-up to the second boss which inflict a lot of extra damage if ignored. The second boss also has a unique way of killing it—at least in a reasonable amount of time—and it's not hinted at in any way until you see Spriggans becoming snowballs at random. In the meantime, they'll attack whoever has their aggro, and healing quickly becomes quite the pain alongside the Yeti's unavoidable room-wide "Northerlies" AoE. It doesn't end there either, with the final corridor-crawl up to Fenrir being covered in Dove Aevis' that cast some pretty painful AoEs if not killed fast. Fenrir's "Lunar Cry" is certainly new as well, offering new players their first encounter with a Line-of-Sight mechanic. Thank goodness for Rescue, eh?

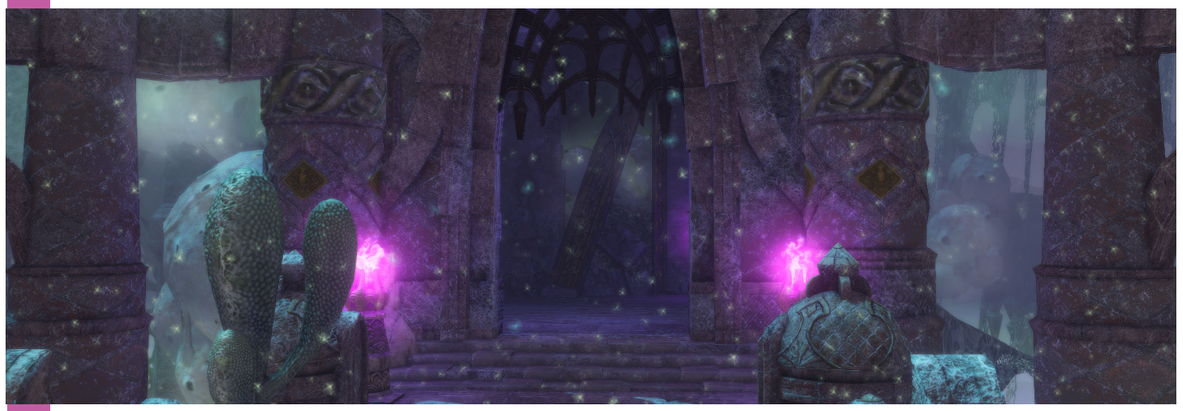
6. PHAROS SIRIUS (LEVEL 50)

Despite being optional, Pharos Sirius makes itself known through being in plain sight from the shores of Western La Noscea (the tower that appears to be impaled by the orange crystal) and an absolutely beautiful soundtrack. It's among my top five for sure, and so the edge of dying inside it is perhaps blunted a little. However, content must be respected here or you will die.

While the mobs are a little bit of a pain but nothing too destructive, the bosses are something else. Do keep in mind that level 50 kits aren't particularly kind at this point and so healing especially is a little limited.

This is coupled with confusing mechanics from bosses like Zu, and death tends to creep up on you due to the less-than-forward ways of dealing with the eggs. The first boss too is a bit of a priority check, and failing it results in killing yourself and others with the building stacks and persistent damage. At least it's pretty for an entirely indoor instance.

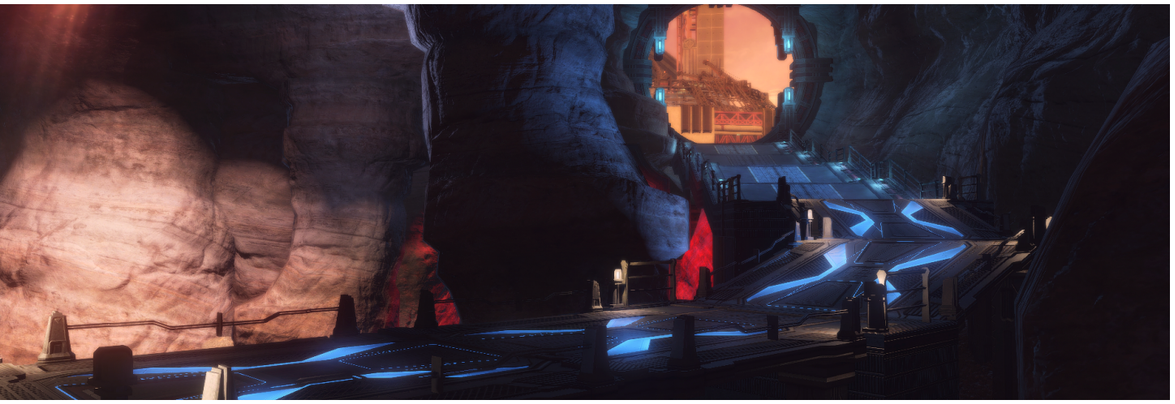
5. LOST CITY OF AMDAPOR (LEVEL 50)



Poison. Poison everywhere. Most of this decrepit, hay fever-inducing dungeon is packed to the brim with the mold colony-infested sections that do love to throw out a good deal of poison at every opportunity. Why is this bad? You guessed it! Healing. Care is needed as you traverse the steps and slopes, with even treasure chests turning against you along the way! Once you enter the innards of Amdapor, the various tethers you need to break and the variety of mobs you need to defeat do pack quite the punch, and so priority needs to be sorted quickly.

Don't worry, I haven't forgotten about Diabolos. The first two bosses aren't much trouble, but the last one is a different kettle of fish. These days you can facetank "Ruinous Omen" at least once, but the mechanic itself with its puzzle-like nature can be a little confusing, and the unaware will be killed by "Ultimate Terror" with the addition of numerous vulnerability stacks. I've seen many wipes along with my own incapability on how to actually execute it, so I suppose you can put a little blame on me too. Whoops…

4. CASTRUM ABANIA (LEVEL 69)



Ah yes, the big castle of pain. I don't struggle nowadays, but being a sprout tank in this place back in patch 4.1 was certainly a wake-up call. I was even pulling one pack at a time; yet no matter how many CDs I pressed, it still hurt so very much. I thought I was doing it all wrong, but no, it was just the dungeon being a pain. Sigh...

I digress. To this day, I believe it's the first instance in which character dialogue features in a boss as a hint on how to resolve a mechanic, and so new players certainly won't be aware of this being a thing at all and will trip up. I've sadly witnessed their fate numerous times, even after typing it in party chat. Number XXIVs health pool might be quite small, but he's fast-paced and the tankbuster cast leaves you no time to prepare. The mob packs before and after also feature a mixture of hard-hitting enemies that really put a lot of pressure on the tank, as well as the first boss (Magna Roader) being somewhat unconventional in its design as well. To me it just reminds me of the awful Livia fight in Castrum Meridianum with the turrets, but that's just me. I'm just not a fan of Imperial dungeons, I suppose.

3. THE SUNKEN TEMPLE OF QARN (LEVEL 35)

A deadly debuff, insta-kill bees, and optional rooms that are more trouble than they're worth. The Sunken Temple of Qarn stands out to me for these reasons. Needless to say, the doom debuff on the first boss is neither obvious or something sprouts have seen before. No matter how many times you say "stand on the lit-up square", it takes a wipe for them to understand. This is fine, if not for the awful run back to it. However, before and after this there are bees that will more or less one-shot the tank if not prioritised by the DPS. It's a good thing they don't appear in the first boss too… oh wait.

After this grueling first half, the dungeon calms down in terms of its deathly obstacles but remains a bit of a pain just due to the constant puzzle doors that, yes, can be skipped, but lining the faces up on them is a pain, as is having to deal with the extra mobs that ultimately only cause the dungeon to take longer. Alright, perhaps my personal bias got in the way a little here, but I remember all these problems occurring both on my first run, and also when doing it plenty of times for mentor roulette. It clearly speaks volumes about the challenges you face as a new player but still. Eugh.

2. THE VAULT (LEVEL 57)

I remember the first time I ran this one. It was back when I started of course, with two friends that joined the game with me before leaving by the time we hit patch 3.5's story. This one always stuck out to me simply through its very Dark Souls-y Anor Londo vibe. I wasn't too aware of the story back then either, but knowing the lore now only adds to how cool it is. However, why is it hard? Well put simply, it hurts. A lot. Syncing dulls down the difficulty a little, but it's certainly a test of mitigation if you plan to pull big, or even if you don't.

The bosses also seem to employ more painful mechanics, such as Ser Grinnaux's hyperdimensional slash, the result of which catches the spatially unaware off-guard. Then you have Ser Charibert's chains, combination of AoEs, horse-line attacks, and heavy-hitting raid-wides that repeat regularly all culminating into a bit of a mess. All in all, I see it as a test to those who have recently gained more abilities, and let's face it, with classes starting to become more fleshed out throughout Heavensward, this dungeon certainly puts those to use when you're running it with nothing more than levelling gear that outdates very fast.

HONORABLE MENTIONS:

Before jumping into the number one spot (and at this point it's probably quite obvious which one it is) I want to mention a few that I didn't really know where to put. This list was hard, the order was changed many times and some are just too close to really rank as they're all hard for new players, for different reasons. Regardless, shout-outs to **The Tam-Tara Deepcroft (Hard) (Level 50), The Sunken Temple of Qarn (Hard) (Level 50), Amaurot (Level 80) and Bardam's Mettle (Level 65)** for also providing some extra problems.

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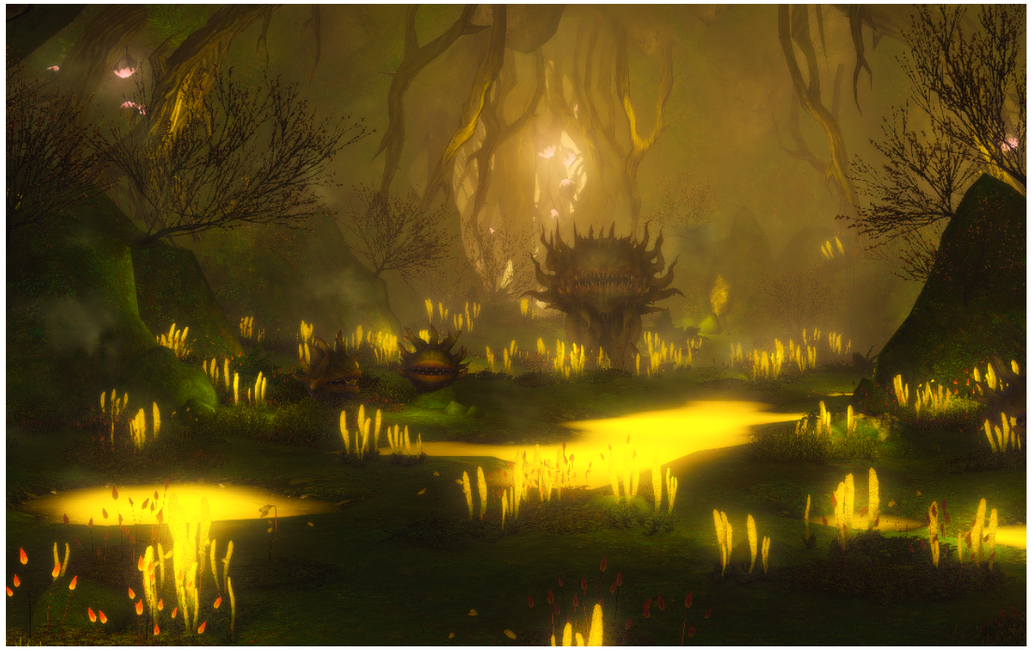

1. AURUM VALE

I thought long and hard about it, trying to think of something less obvious for the number one spot... but there was just no competition. We've all heard and witnessed the horror stories of the first big room wipes, the stacks not being cleansed on the first and last bosses, the one-shotting from the second boss, the problems with the mob density in the Morbol beds, the undergeared players...I could go on. I know I said I wouldn't mention player skill, but it just can't be ignored here. From start to finish, there is danger for sprouts—and just like anyone new to a game—they'll walk into all of the traps. It's worth noting that key abilities for just about every job are lacking pre-50 as well.

Despite all this, I don't dislike it. Why? To me, Aurum Vale is a testament to what overall dungeon design in this game could be. There are at least two instances of a tank being able to pick and choose what they pull, and this is barely present anywhere else in the game. Linearity is not so much of a factor here, which makes for more dynamic decision making alongside the extra challenge of the slightly more interactive mechanics and mobs. I could write a whole separate article on the pros and cons of XIV's instance design, but this dungeon represents a diamond in the rough on how dungeon instances could be made more fun and interesting to play. Just less of the poisonous debuffs please.

In conclusion then, there you have my comprehensive list of the top ten most difficult dungeons for new players to overcome. You'll notice a distinct lack of "Hard mode" instances on the list, simply because reskins and repathing of dungeons has neither introduced anything very new or really increased difficulty in any way. Please rename it SE, or you know, actually make it hard. I hear World of Warcraft's Mythic+ system is knocking it out of the park...heh. Anyway, this is where I stop for now. Let me know what you think I got right and wrong on the GPOSERS Discord! I'd love to hear your opinions on the matter. Bye for now!

Hidden Gems

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Esh Thom

AZYS LLA (17, 30)

At the height of the Allagan Empire's power and iconoclasm, they believed themselves to be masters of all things, dragonspeak included. Taking what they believed to be the word for god, “eshehd” (which actually means “highest spirit”), they combined it with the word “thom” (meaning “bottom-most”), intending to create a word meaning “the lowest god”. Their arrogance led to irony however, for the name they created, “esh thom” (meaning “an underdeveloped spirit”), was a perfect reflection of their society.

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Forward Gates

NORTHERN THANALAN (16, 14)

While the Phantom Train itself may find its home at Castrum Centri in Mor Dhona, these gates were to part whenever supplies needed moving between Castrum Meridianum and the aforementioned outpost. Historians may note that during the Garlean occupation of Northern Thanalan, The Scions of the Seventh Dawn used this selfsame train to infiltrate Castrum Centri.

Mudstop Watergush

BRAYFLOX'S LONGSTOP (10, 12)

Owing to the straightforwardness of the Goblin language, this area is exactly as advertised: a lake which can mostly be tread into with countless waterfalls emptying into its shallows. Still, the name does betray numerous scenic sights to behold, leading some not versed in the tongue to believe that a decidedly Eorzean common name would be preferable. Brayflox herself was unfortunately not available for comment.

INTRODUCING

Celesta Estheim

PHOTOGRAPHER - LAMIA

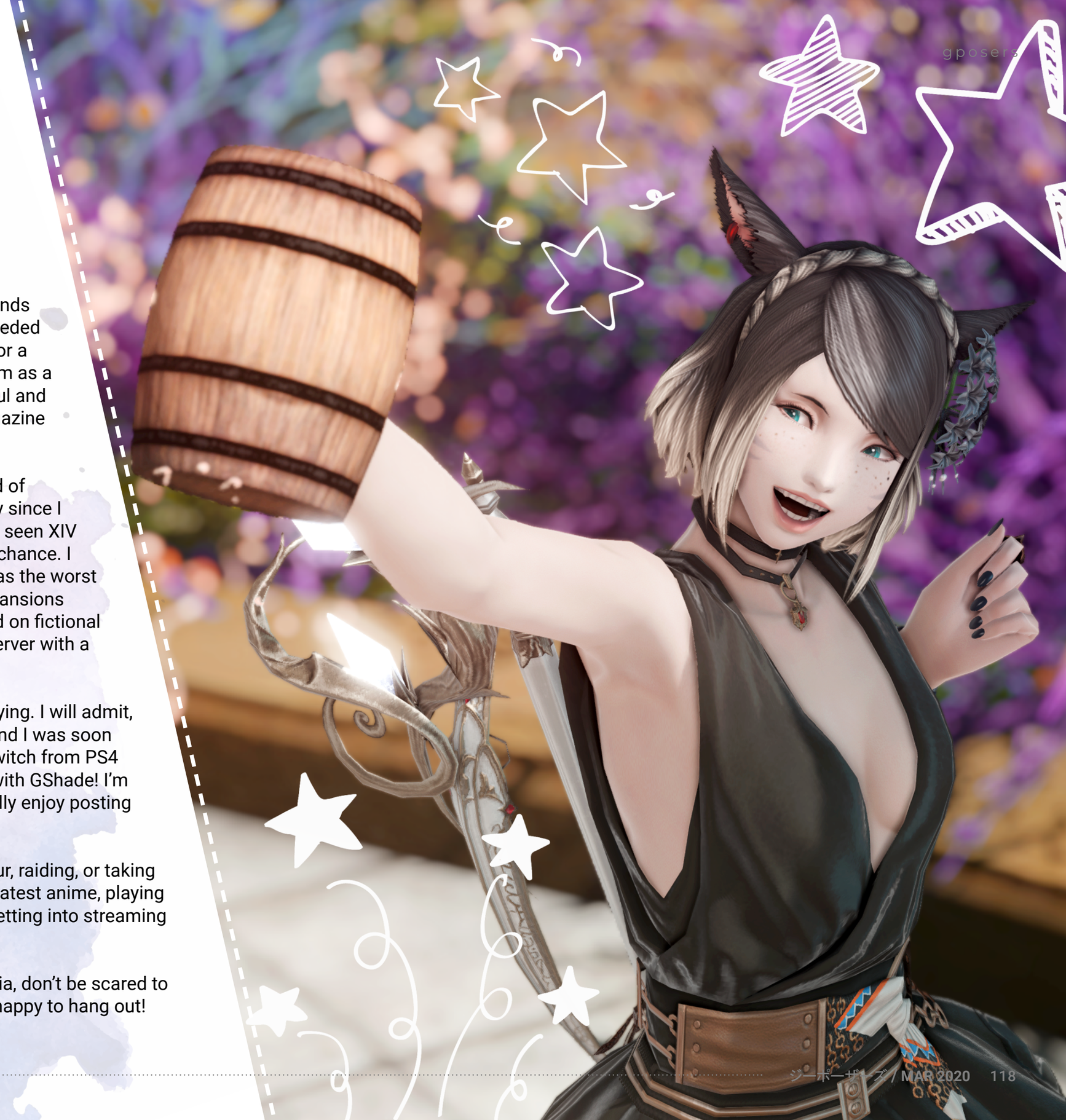
Hello, Gposers! I'm Celesta Estheim, although my friends call me Celes or Cel for short. After taking a much needed break from the community and doing my own thing for a while, I'm very excited to be part of the GPOSERS team as a photographer! It's been a blast being here! I'm thankful and proud to be given the opportunity to work on the magazine that I had always admired.

I started my Final Fantasy XIV journey around the end of patch 3.4. I was looking for a brand new game to play since I was getting tired of playing League of Legends. I had seen XIV around before, but I never gave a pay-to-play MMO a chance. I had been a long time fan of Final Fantasy, so what was the worst that could happen? I played the free trial and two expansions later, I fell in love with the world and I'm crushing hard on fictional catboys and Elezen. I currently hail from the Lamia server with a few of my closest friends and boyfriend!

I discovered the art of /gpose when I first started playing. I will admit, I was pretty bad at it. I learned a few tips and tricks and I was soon taking screenshots that I was proud of. I made the switch from PS4 to PC soon after and my horizons greatly expanded with GShade! I'm currently learning how to make my own presets! I really enjoy posting my screenshots on my XIV Twitter.

When I'm not spending my hard-earned Gil on glamour, raiding, or taking screenshots in-game, I'm usually catching up on the latest anime, playing other video games, or working on cosplay! I'm also getting into streaming as well.

That's just a bit about me! If you ever see me on Lamia, don't be scared to reach out! I love making new friends and I'm always happy to hang out!



DESIGNERS

PHOTOGRAPHERS

Interested in joining the GPOSERS Staff? Inquire about our available roles and positions at one of our many points of contact and we'll be delighted to have a chat. We look forward to working with you!

GPOSERS IS RECRUITING

CONTACT GPOSERS:

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